

Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently amended) A game comprising:
- a toy figure that includes memory for storing information relating to the toy figure;
  - a first game system configured to communicate with the toy figure, download the stored information relating to the toy figure, receive input from a user, and ~~alter the stored information based on the received input and the downloaded information~~ provide a representation of the toy figure when the first game system communicates with the toy figure; and
  - a second game system configured to communicate with the toy figure, download the stored information relating to the toy figure, receive input from a user, and ~~alter the stored information based on the received input and the downloaded information~~ provide a representation of the toy figure when the second game system communicates with the toy figure;
- wherein:
- the first game system includes a first design that, when communicating with the toy figure, provides a first play pattern with a representation of the toy figure developed from the stored information,
  - the second game system includes a second design that, when communicating with the toy figure, provides a second play pattern with the representation of the toy figure developed from the stored information, the second play pattern being different from the first play pattern.

2. (Original) The game of claim 1, wherein the toy figure memory comprises re-writeable memory.

3. (Original) The game of claim 1, wherein the toy figure memory comprises read only memory.

4. (Original) The game of claim 1, wherein communication employs a direct connection between a connector on the toy figure and a mating connector on at least one of the game systems.

5. (Original) The game of claim 1, wherein communication employs wireless communication between the toy figure and at least one of the game systems.

6. (Original) The game of claim 1, wherein communication employs inductive or capacitive coupling.

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7. (Original) The game of claim 1, wherein information relating to the toy figure comprises statistics of past games in which the toy figure was involved, gaming rules, one or more visual representations of the toy figure, and one or more audio representations of the toy figure.

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8. (Original) The game of claim 1, wherein information relating to the toy figure comprises a power type that indicates how powerful that toy figure is when interacting with a game system or another toy figure, a weakness type that indicates how weak that toy figure is when interacting with a game system or another toy figure, or a resistance type that indicates how resistant that toy figure is to damage when interacting with a game system or another toy figure.

9. (Previously presented) The game of claim 1, wherein at least one of the game systems adjusts game play with the representation of the toy figure based on the downloaded information relating to the toy figure.

10. (Previously presented) The game of claim 1, wherein input received from a user comprises input relating to control of the representation of the toy figure during game play.

11. (Original) The game of claim 1, wherein at least one of the game systems comprises a game arena.

12. (Original) The game of claim 1, wherein at least one of the game systems comprises a hand-held electronic device.

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13. (Original) The game of claim 1, wherein at least one of the game systems comprises a game board.

14. (Original) The game of claim 1, wherein at least one of the game systems comprises a video game.

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15. (Previously presented) The game of claim 1, wherein at least one of the game systems comprises a software game.

16. (Original) The game of claim 1, wherein at least one of the game systems comprises an arcade game.

17. (Original) The game of claim 1, wherein at least one of the game systems comprises a network-based game.

18. (Original) The game of claim 1, wherein at least one of the game systems comprises a computer system game.

19. (Original) The game of claim 1, wherein at least one of the game systems comprises a race track, and the toy figure comprises a vehicle associated with the race track.

✓ 20. (Previously presented) The game of claim 1, further comprising one or more other game systems, each of the other game systems configured to communicate with the toy figure and download the stored information relating to the toy figure.

✓ 21. (Previously presented) The game of claim 1, wherein received user input comprises an indication of an action that the representation of the toy figure takes during a game.

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✓ 22. (Original) The game of claim 1, further comprising another toy figure that includes memory for storing information relating to the other toy figure, wherein the first game system is configured to communicate with the other toy figure, download the stored information relating to the other toy figure, receive input from a user, and alter the stored information in the other toy figure based on the received input from the user and the downloaded information.

cont ✓ 23. (Original) The game of claim 22, wherein the second game system is configured to communicate with the other toy figure, download the stored information relating to the other toy figure, receive input from a user, and alter the stored information in the other toy figure based on the received input from the user and the downloaded information.

✓ 24. (Original) The game of claim 1, wherein at least one of the game systems is configured to perform game tasks based on the received user input, the downloaded information, and the play pattern of that game system.

✓ 25. (Currently amended) The game of claim 1, wherein ~~at least one of the game systems comprises a processor and a display that displays, under control of the processor,~~ providing a representation of the toy figure comprises providing a visual representation of a toy

figure coupled to the game system, the visual representation being based on the information downloaded from the toy figure.

26. (Currently amended) The game of claim 1, wherein ~~at least one of the game systems comprises a processor and a speaker that emits, under control of the processor, providing~~ a representation of the toy figure comprises providing an audio representation of a toy figure coupled to the game system, the audio representation being based on the information downloaded from the toy figure.

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27. (Original) The game of claim 1, wherein at least one of the game systems comprises a processor, memory, a clock, and a counter, the processor causing the game system to perform various tasks based on the play pattern and additional information obtained from memory, the clock, and the counter.

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28. (Previously presented) The game of claim 1, wherein the toy figure comprises a three-dimensional character and the representation of the toy figure is a representation of the character.

29. (Original) The game of claim 1, wherein the toy figure includes a code that uniquely identifies the toy figure.

30. (Original) The game of claim 29, wherein the unique code is stored in the memory of the toy figure.

31. (Original) The game of claim 29, wherein the unique code is formed into the toy figure and is visible to the user.

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32. (Original) The game of claim 1, wherein at least one of the game systems causes the toy figure to move.

33. (Original) The game of claim 1, wherein at least one of the game systems causes the toy figure to emit one or more sounds.

34. (Currently amended) A game comprising:  
a toy that includes memory for storing information relating to the toy ~~and a code that uniquely identifies the toy~~; and  
a game system including:  
an input mechanism, and  
a controller configured to communicate with the toy, download the stored information relating to the toy, receive input from a user through the input mechanism independently of communication with the toy, ~~relating to a representation of the toy~~, present ~~the~~ a representation of the toy when the game system communicates with the toy based on the stored information relating to the toy, ~~receive the identification code~~, perform a play pattern procedure including controlling the representation of the toy when the game system communicates with the toy based on the received user input, ~~the identification code and the downloaded information~~, and alter the stored information based on the received user input, ~~the identification code and the downloaded information~~.

35. (Currently amended) The game of claim 34, further comprising another game system configured to communicate with the toy, download the stored information relating to the toy, receive input from a user, ~~receive the identification code~~, and alter the stored information based on the received input and ~~code and the downloaded information~~.

36. (Previously presented) The game of claim 35, wherein the other game system provides a play pattern the same as the play pattern provided by the game system.

37. (Currently amended) The game of claim 34, wherein ~~the code is stored in the toy's memory~~ the toy includes memory for storing a code that uniquely identifies the toy and the controller is configured to receive the identification code.

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38. (Previously presented) The game of claim 34, wherein the game system presents the representation of the toy by displaying a visual representation of the toy.

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39. (Previously presented) The game of claim 34, wherein the game system presents the representation of the toy by emitting an audio representation of the toy.

40. (Previously presented) The game of claim 1, wherein the toy figure comprises a three-dimensional vehicle and the representation of the toy figure comprises a representation of the vehicle.

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